

Halloween Coed Kickball Tournament Rules

Delta Township Parks & Recreation

Inclement Weather

- The weather cancellation line phone number is 323-8555; in the event of inclement weather, the tournament will be called by 2 p.m. the day of

The Playing Field

- The kickball field equals the dimensions of a softball field. The pitching strip is in the center of the diamond and aligned diagonally with first base and third base
- Out of bounds is anything over the fence. An overthrown ball that does not clear the fence is still in play and all base runners may continue running

Equipment

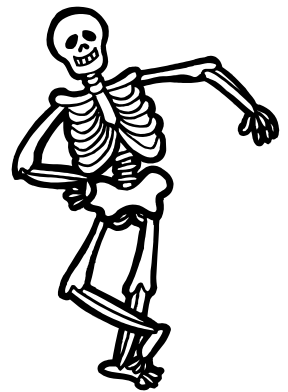
- Metal cleats are not allowed:
 - If a player is caught wearing metal cleats they will be given a warning and asked to remove them
 - If a player is caught a second time, they will be disqualified from the game and will not be allowed to participate for the remainder of the tournament

Umpires

- There are no umpires (call your own)
- In the event that both teams cannot agree on a judgment call, the play will be considered a “re-do”. The play will start over from the original point with all players returning to their beginning position

Teams

- Teams must field at least 6 players and no more than 10
- Teams must field a minimum of 3 females if playing with 6 to 8 players
- Teams must field a minimum of 4 females if playing with 9 or 10 players
- If a team has 9 players or less, they don't have to play a catcher
- Each team must designate ONE player to be the team manager
- The manager must insure that:
 - All team players kick in the written line-up card order
 - All players have signed the roster
 - Check all team members for metal cleats
 - May approach opposing teams' manager about an opponent wearing metal cleats



Lineups

- If your team cannot field the minimum of 6 players to start the game, it's ruled a forfeit
- Teams can have up to 15 players from their roster kick, but only 10 can field
- Kicking 3 men or women in a row is an out
- Your kicking order (line-up card) must be turned in to the opposing teams' manager before the start of the game

Game Play

- A regulation game is 7 innings however, 4 ½ to 5 innings will constitute a complete game.
- Each game has a 50 minute or 7 inning limit. No innings can begin after 50 minutes.
- If the away team is kicking when the game reaches the 50 minute mark; the home team will be allowed to finish the inning (if they have fewer runs than the away team) in order to win or tie the game
- No game can end in a tie. If the game is tied after 7 innings or after the 50 minute mark, the game will continue using the “International Tie Breaker Rule”. Under this rule, each team starts the inning with the player whom completed the last official at kick, as a base runner on second base. Each subsequent inning will start the same until a winner has been determined

Pitching/Catching

- There is no limit to how fast a pitch can be delivered
- A legal delivery shall be a ball that is delivered underhand at any speed. Bounces are permitted
- The pitcher must stay behind the pitching strip until the ball is kicked. Failure to do so will result in a ball
- The strike zone extends one foot on either side of home plate and one foot high
- No player may advance forward over the first-third base diagonal until the ball is kicked (exception – catcher). Failure to do so will result in a ball
- The catcher must field directly behind the kicker and may not cross home plate before the ball is kicked. Failure to abide by this rule will result in the kicker taking first base

Kicking

- All kicks must be made with the foot/leg and occur within the kicking box
- The kicker must take a full kick at the ball. Bunting is not allowed and will result in an out with the ball becoming immediately dead
- All kicks must occur behind home plate. A kick occurring in front of home plate is ruled foul and will count as a strike
- In the event the ball is kicked towards the third base side (third baseman or short stop), the kicker will be called out if the infielder can throw the ball to the pitcher and the pitcher is standing on the rubber before the kicker reaches first base. If the pitcher is bobbling the ball or does not have control, the kicker is safe at first

Running

- Runners must stay within the base line. Fielders must stay out of the base line. Fielders trying to make an out at base may have their foot on base, but must lean out of the baseline. Runners hindered by any fielder within the base line shall be safe at the base to which they were running to
- No leading off or stealing is allowed. A runner cannot leave the base until the kicker has made contact with the ball or the runner on the base will be out
- Hitting a runner with the ball above the shoulder is not allowed. Any runner hit above the shoulders is safe and advances one base. If a runner intentionally uses the head to block the ball, the runner is out
- If a runner ducks to avoid a throw and then is hit above the shoulders, the runner is out
- After a kickball is caught, runners must tag their originating base before running to the next base
- All ties will go to the runner. Runner may over run first base
- Base runners may not interfere with the play in progress. A base runner whom interferes will be charged with interference resulting in both the base runner and the kicker being called out on the play

- An overthrow from a fielder that goes beyond the boundary line will result in all runners **advancing two bases from the time of the throw**

Strikes

- A count of three strikes constitutes an out
- A strike is:
 - A pitch within the strike zone
 - A pitch missed by the kicker
 - A foul ball (foul ball on third strike is an out)

Balls

- A count of four balls advances the kicker to first base
- A ball is: A pitch outside of the strike zone

Outs

- A count of three outs by a team completes the team's half of the inning.
- An out is:
 - Any combination of 3 strikes/fouls
 - A runner touched by a kicked ball at ANY time while not on base
 - A fielder throwing a ball at a runner with medium force (please be sportsmanlike)
 - Any kicked ball (fair or foul) that is caught in the air
 - A fielder with the ball in hand tags a base to which a runner is forced to run
 - A ball that is thrown to the pitcher if fielded by 3rd or shortstop
 - A runner off of his/her base when the ball is kicked

Fouls

- A foul is:
 - A kick landing out of bounds
 - A kick landing in bounds, but traveling out of bounds on its own before reaching first or third base (any ball touched by an in-bounds fielder is automatically in play)
 - A kick where contact is made with the ball in front of the kicker's box

Ball in Play

- Once the pitcher has the ball in control and on the mound, the play ends.
- If a runner intentionally touches or stops the ball, the play ends and runner is called out.

Designated Runner/Player Positions

- In case of injury or illness, a time-out may be requested for participant removal and replacement with a substitute. Gender rules must still be obeyed in this situation. If the participant later returns to play, the participant must be inserted in the same kicking order position previously held. If there are no available substitutes, the team is permitted to pick up a registered player from another kickball team if possible.
- If a player is injured or becomes ill and cannot continue, and there are no available substitutes, the lineup will continue in the same formation, unless minor adjustments need to be made to adhere to gender rules.
- Managers must update the opposing teams' manager of any roster changes.

Standings and Awards

- The home team will be responsible for keeping score and reporting it to the tournament coordinator
- The tournament bracket will be updated after each game
- The tournament champions will receive individual awards